Subject: Drive Over
Posted by mrÃ£Ã§Ä·z on Sat, 13 Sep 2008 10:51:00 GMT
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Can you guys fix it that it doesnt lag/push someone if you drive overhim with a vehicle? becuase everytime when im over driving someone its pushim him away then he dies

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Subject: Re: Drive Over
Posted by KobraOps on Sat, 13 Sep 2008 13:42:22 GMT
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Wtf no one listens, stop coming up with dumb ideas that just make more stuff for TT to read and reject.

Subject: Re: Drive Over
Posted by mrÃ£Ã§Ä·z on Sat, 13 Sep 2008 14:03:27 GMT
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Idea? its i want to get this Bug fixed

Subject: Re: Drive Over
Posted by Ghostshaw on Sat, 13 Sep 2008 14:59:23 GMT
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Its not a bug.

Subject: Re: Drive Over
Posted by mrÃ£Ã§Ä·z on Sat, 13 Sep 2008 15:03:30 GMT
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So why its laggy if you overdrive someone?

Subject: Re: Drive Over
Posted by Ghostshaw on Sat, 13 Sep 2008 15:06:01 GMT
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Thats a netcode problem. Its not just with dead bodies, pushing anything lags 50% of the time.

Subject: Re: Drive Over
Posted by jnz on Sat, 13 Sep 2008 15:27:36 GMT
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Ghostshaw wrote on Sat, 13 September 2008 16:06Thats a netcode problem. Its not just with dead bodies, pushing anything lags 50% of the time.

I hardly know how it actually works, but I thought this was because the server is behind the client, when it should be slightly in front. At least, if it was, the object would die/move before the client gets to it (~1ms) so it would be smooth.

Subject: Re: Drive Over
Posted by mrÃ£Ã§Ä·z on Sat, 13 Sep 2008 15:45:32 GMT
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So can you Guys fix that ?

Subject: Re: Drive Over
Posted by jnz on Sat, 13 Sep 2008 15:47:35 GMT
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Probably, yes, but I hope they don't even attempt it until the first patch is out.

Subject: Re: Drive Over
Posted by mrÃ£Ã§Ä·z on Sat, 13 Sep 2008 15:53:01 GMT
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Good luck

Subject: Re: Drive Over
Posted by KobraOps on Sat, 13 Sep 2008 17:38:51 GMT
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The idea to fix something that doesn't need fixing?

Subject: Re: Drive Over
Posted by Veyrdite on Sat, 13 Sep 2008 23:50:13 GMT
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They could make the TT client attach M00_Disable_Physical_Collisions to the character when they run it over.

Subject: Re: Drive Over
Posted by R315r4z0r on Sun, 14 Sep 2008 01:05:33 GMT
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Wouldn't that just allow the vehicle to pass through the unit and not kill it?

Subject: Re: Drive Over
Posted by nopol10 on Sun, 14 Sep 2008 02:32:03 GMT
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It does that after they are run down, so they are already dead anyway.

Subject: Re: Drive Over
Posted by CarrierII on Sun, 14 Sep 2008 07:47:09 GMT
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If it glitched, you'd be blue helled though, surely? (IE, it attached without you dieing)

Subject: Re: Drive Over
Posted by StealthEye on Sun, 14 Sep 2008 11:10:23 GMT
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The reason it happens is that the server did not send that the soldier is dead yet. Until that message is received, the soldier will be alive and collidable on the client. Attaching a script doesn't change anything to that, because the effect of the script will need to be sent too, which also takes time. Attaching on the server is no use.

Scripts should not be attached on the client. If anything, the collisions could be disabled on the client, but that could cause some weird issues too. There is no way we can fix it without having any weird effects, so imo it's best to just keep it as it is. imo it's not a big problem anyway.

Subject: Re: Drive Over
Posted by mrÃ£Ã§Ä·z   on Sun, 14 Sep 2008 11:36:51 GMT
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StealthEye wrote on Sun, 14 September 2008 06:10 it's not a big problem anyway.

yeah i have to agree

Subject: Re: Drive Over
Posted by Nightma12 on Sun, 14 Sep 2008 18:55:16 GMT
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Why dont you have the client register it as a kill if u run over?

Subject: Re: Drive Over
Posted by Veyrdite on Sat, 20 Sep 2008 06:03:03 GMT
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What problems occur if the client attaches a disable-collisions script to a dead soldier?

Subject: Re: Drive Over
Posted by saberhawk on Sat, 20 Sep 2008 07:26:14 GMT
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Dthdealer wrote on Sat, 20 September 2008 01:03What problems occur if the client attaches a disable-collisions script to a dead soldier?

Because dead soldiers are already non-collidable, and that's not how it works anyways.

Subject: Re: Drive Over
Posted by StealthEye on Sat, 20 Sep 2008 09:30:45 GMT
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Nightma12 wrote on Sun, 14 September 2008 20:55Why dont you have the client register it as a kill if u run over?Because then you get "I drive over everyone in this server!" hacks.

Subject: Re: Drive Over
Posted by Craziac on Sat, 20 Sep 2008 18:47:32 GMT
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Isn't there a way for the Server to tell the Client that the person is dead after it registers the kill?

Subject: Re: Drive Over
Posted by saberhawk on Sat, 20 Sep 2008 19:59:24 GMT
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Stewie wrote on Sat, 20 September 2008 13:47Isn't there a way for the Server to tell the Client that the person is dead after it registers the kill?

You mean telling the client what it already tells the client? StealthEye already mentioned that the problem is lag.

Subject: Re: Drive Over
Posted by Craziac on Sun, 21 Sep 2008 03:16:51 GMT
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Doesn't it take 5 seconds for the body to disappear though? That would mean it takes a ping of 5000 to not receive the message before the body vanishes... Or am I misunderstanding?

Subject: Re: Drive Over
Posted by saberhawk on Sun, 21 Sep 2008 05:28:21 GMT
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Stewie wrote on Sat, 20 September 2008 22:16Doesn't it take 5 seconds for the body to disappear though? That would mean it takes a ping of 5000 to not receive the message before the body vanishes... Or am I misunderstanding?

Yes, but the dead body isn't collidable...